

DARTS — 501 or 301, finish on a double, normal match rules.
Best of 3 games.

F1 — select 501/301

JOYSTICK up/down &

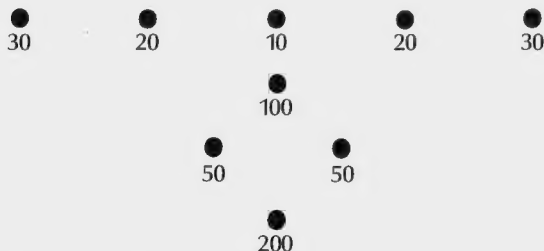
left/right — aim dart.

FIRE — throw dart.

BAR BILLIARDS is played with 8 balls (7 white 1 red). Red ball starts on the table, any score made with the red ball is doubled. Foul shots include;
1. Any ball returning over baulk-line
2. Failing to hit a ball in play
3. Knocking over white mushroom skittle
The above fouls zero your break!

After 10 minutes, potted balls are not returned, and play continues with the remaining balls. When the last two balls only, remain, the ball nearest the player is returned to the half circle, and an attempt must be made to pot off the cushion into the 200 hole. Beware! Knocking over the black skittle zero's your score.

SCORING



JOYSTICK CONTROL

up/down

left/right — position ball

fire — to accept

left right — Select left or right side spin OR

up/down — select top or bottom spin

fire — to accept

up/down — power of shot

fire — accept

left/right — angle of shot

fire — take shot

DOMINOES — fire button reveals dominoes so make sure your opponent looks away. Normal rules with 3 games and £1 for the winner of each game.

Joystick 1 & 2

Fire — reveals dominoes

Left/right — select domino or knock

fire — to confirm/accept

up/down left/right — position domino on table

↕ cursor — rotates domino into position when placing

F1 — change selected domino

TABLE FOOTBALL — 3 games with £1 for the winner of each game. 9 balls per game.

JOYSTICK 1 & 2

up/down — move players up/down

left/right — kick and reset to forward kick position.

PONTOON — Place your bets using F1 to increase your stake (minimum £1 maximum £5). After your second card TWIST, STICK or BUY (no sticking below 16). Pontoon beats 5 card trick. 10 consecutive hands for each player, with your final kitty added to your score.

F1 — increase/decrease stake

Return — turn second card

S — stick **T** — twist **B** — buy

POKER — keyboard numbers 1-5 represent the 5 cards dealt. You may be dealt another hand or a selection of the five cards. Pressing numbers 1 to 5 selects the cards to be replaced. Space bar starts the dealing and each player has 10 games.
Maximum gamble £1 — but high odds give big winnings in this game.

Space — start game **1-5** — exchange retain card

ODDS ;

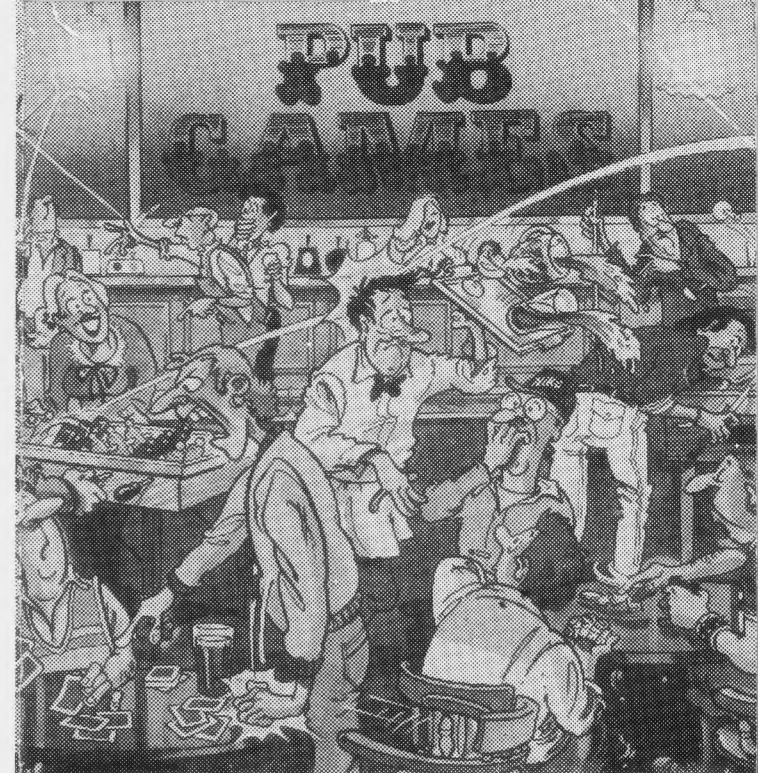
2-1 Pair **6-1** Flush **10-1** Run, Full house, 4 of a kind

4-1 2 Pair **8-1** Prial **20-1** Running flush

SKITTLES — 5 games each with £1 for the winner of £1 each for a draw. 10 bowls per game. Try to line up your bowl and the target to obtain a strike.
10 points per skittle down.

Joystick/keyboard **Fire or space**

space — when prompted to change player



HOW TO LOAD

CASSETTE — hit SHIFT/RUNSTOP keys together

DISK — LOAD "X", 8, 1

Follow the menu prompts to load the game of your choice or play the FULL PUB GAMES RUN

SCORING — the complete PUB GAMES RUN will give a running total of your scores, see the game descriptions for their individual scoring methods.

GAMES ORDER — (same both sides)

Menu, Darts, Bar Billiards, Dominoes, Table Football, Pontoon, Poker, Skittles.

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